Method of Retrieving Information Associated with an Object Present in a Media Stream

Abstract

The subject invention provides a method of retrieving information *(10)* associated with an object *(12)* present in a media stream *(14)*. The method includes the steps of accessing the information *(10)* during playback of the media stream *(14)* on any device and defining user-selectable regions *(18)* in a layer *(20)* separate from the media stream *(14)*. The layer *(20)* is preferably a clear applet for receiving and storing the user-selectable regions *(18)*. The defining of the user-selectable region *(18)* is performed without editing individual frames of the media stream *(14)*. A link *(34)* is associated between the user-selectable region *(18)* and the information *(10)* associated with the object *(12)* to identify the location where information *(10)* associated with the object *(12)* is stored. In operation, the layer *(20)* is disposed adjacent the media stream *(14)* without interfering with playback of the media stream *(14)* in the player. During playback of the media stream *(14)*, the user-selectable regions *(18)* are capable of being selected. Once the

user–selectable region *(18)* is selected, the information *(10)* asso-

ciated with the object *(12)* is then displayed.